

CENTIPEDE

FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home



An ENCHANTED MUSHROOM P

Insert the Centipede cartridge into your Commodore 64 Home Computer, as explained in your computer owner's guide, and turn on your computer. Plug a joystick in the Controller Jack for each player.

Press "F1" key to get to the option screen.

From the option screen, special function key "F3" selects the number of players.

From the option screen, "F1" key starts the game.

The "RESTORE" key is a total restart that also resets the high score.

Imagine that you live in an enchanted mushroom patch filled with Attacking Centipedes, Jumping Spiders, Frenzied Fleas and Scurrying Scorpions - each with magical powers. Luckily, you have a bug blaster to fight them off—**LORD MOTLEY BUGNUT, BUG EXPERT!**



Dreaded Bug Blaster

The bug blaster destroys bugs and mushrooms. You start each game with three bug blasters (the number remaining is shown at the top of the screen, next to your score.) Press the red button once on your joystick Controller for a single shot, hold the button down for rapid fire blasting. You'll be awarded an additional bug blaster for each 10,000 points you score, and you can earn up to six bug blasters at any one time.

PATCH OF YOUR OWN



March of the Centipedes

The Centipedes attack from the top of the TV screen, zig-zagging back and forth each time they bump into a mushroom. The bug blaster destroys the Centipede by blasting each segment separately.

You must destroy each segment of the Centipede before it can reach the bottom of the screen. Otherwise the Centipede splits into two or more segments and continues down the screen. When an entire Centipede is destroyed, a new one attacks from the top of the screen.



Frenzied Flea

The Frenzied Flea may create more mushrooms wherever he lands, making it difficult to shoot a bug until it is dangerously close

The flea's bite can destroy your bug blaster, too!



Jumping Spider

But wait, there are other dangers. The Jumping Spider, which isn't blocked by mushrooms, can pounce on your bug blaster and destroy it. And when the Spider jumps over a mushroom, that mushroom may magically disappear.



Poisonous Scorpion

The poisonous Scurrying Scorpion can dash across your patch and poison any mushroom just by touching it! When a centipede touches a poisoned mushroom, the Centipede goes insane and heads directly for your bug blaster.

SCORING



1



1000



5



100



300
600
900



200

1 point for every mushroom that's totally consumed by your pig character.

5 points for each enemy that's partially consumed or has been consumed by a player's weapon. (Enemies are never destroyed.)

100 points for each heart symbol at the Center of the Year emblem. (Remember, each time you find a Centipede game, you've registered for a new heart worth 100 points.)

200 points for each Spooky Pie that you destroy with your bat character.

1000 points for destroying a Spooky Spider at any time during the game.

300 points for destroying a Spooky Spider at any time.

600 points for destroying a Spooky Spider at any time.

900 points for destroying a Spooky Spider at any time.

Each time you lose a spider, another spider will appear in the screen during the game.

The high score for each game is displayed at the end of the game. It is stored between the games for each player.

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